STATE OF UTAH

OFFICE OF THE ATTORNEY GENERAL



Spencer E. Austin Chief Criminal Deputy Tyler R. Green Solicitor General Ric Cantrell Chief of Staff Brian L. Tarbet Chief Civil Deputy

December 3, 2018

Sent via Email Only

J Ader MuckRock News DEPT MR 63843 411A Highland Ave Somerville, MA 02144-2516

Email: 63843-47123787@requests.muckrock.com

RE: Utah Attorney General's Office Record Request (18-175)

Dear J Ader:

The Attorney General's Office has begun processing your records request received on November 16, 2018 seeking "All documents regarding VirTra[.]"

Unfortunately, due to the large number of records requested, it is necessary to extend the deadline for a response to your request as authorized by Utah Code § 63G-2-204(5)(d). Accordingly, I am notifying you that we currently anticipate being able to respond to your request by December 17, 2018.

We appreciate your patience in this matter. Please feel free to contact me if you have any questions.

Sincerely,

Lonny J. Pehrson

Assistant Attorney General Government Records Counsel

Lowny Petroon

Appeal Procedure

You have the right to appeal this response to the chief administrative officer of the Office, as provided in Utah Code § 63G-2-401(1)(b). To do so, you must send a Notice of Appeal within 30 days to Attorney General Sean D. Reyes at following address:

(If by hand-delivery) GRAMA Appeal Office of the Attorney General Utah State Capitol Complex 350 North State Street Suite 230 Salt Lake City, UT 84114

(If by mail) GRAMA Appeal Office of the Attorney General PO Box 140860 Salt Lake City, UT 84114-0860

(If by email) GRAMA Coordinator ago_grama_coordinator@agutah.gov

Your Notice of Appeal must contain your name, mailing address, daytime telephone number, and a statement of the relief you seek. You may also file a short statement of facts, reasons and legal authority in support of your appeal. Please note that Utah Code § 63G-2-401(9) provides that the duties of the chief administrative officer for handling such appeals may be delegated.